Pine Island Games
Strategic Depth, Mechanical Elegance

SIGIL

2022
Brand Development

THiS

What is SIGIL?

SIGIL – a two player dueling game – plays like the ancient Chinese game GO…but with *magic*.

While it has a real flavor, the mechanics remain fairly abstract. Players jockey for position on the board and maneuver around each other, trying to control the most territory. Its high conflict nature rivals that of competitive Magic: The Gathering and Chess matches, making SIGIL a game that everyone who plays will enjoy.

https://www.pineislandgames.com/blog/psychographics-of-your-ideal-consumer

SIGIL Definition & Wiki Overview

sigil noun

sig·il | \ ˈsi-jil \

1: SEAL, SIGNET
2: a sign, word, or device held to have occult power in astrology or magic

Wiki Overview −

A **sigil** (/ˈsɪdʒəl/; pl. *sigilla* or *sigils*) is a type of symbol used in magic. The term has usually referred to a type of pictorial signature of a deity or spirit. In modern usage, especially in the context of chaos magic, sigil refers to a symbolic representation of the practitioner's desired outcome.

1. https://www.merriam-webster.com/dictionary/sigil 2. https://en.wikipedia.org/wiki/Sigil

SIGIL History

The term *sigil* derives from the Latin *sigillum*, meaning "seal."[1]

In medieval magic, the term *sigil* was commonly used to refer to occult signs which represented various angels and demons which the practitioner might summon.[1] The magical training books called grimoires often listed pages of such sigils. A particularly well-known list is in *The Lesser Key of Solomon*, in which the sigils of the 72 princes of the hierarchy of hell are given for the magician's use. Such sigils were considered to be the equivalent of the true name of the spirit and thus granted the magician a measure of control over the beings.[2]

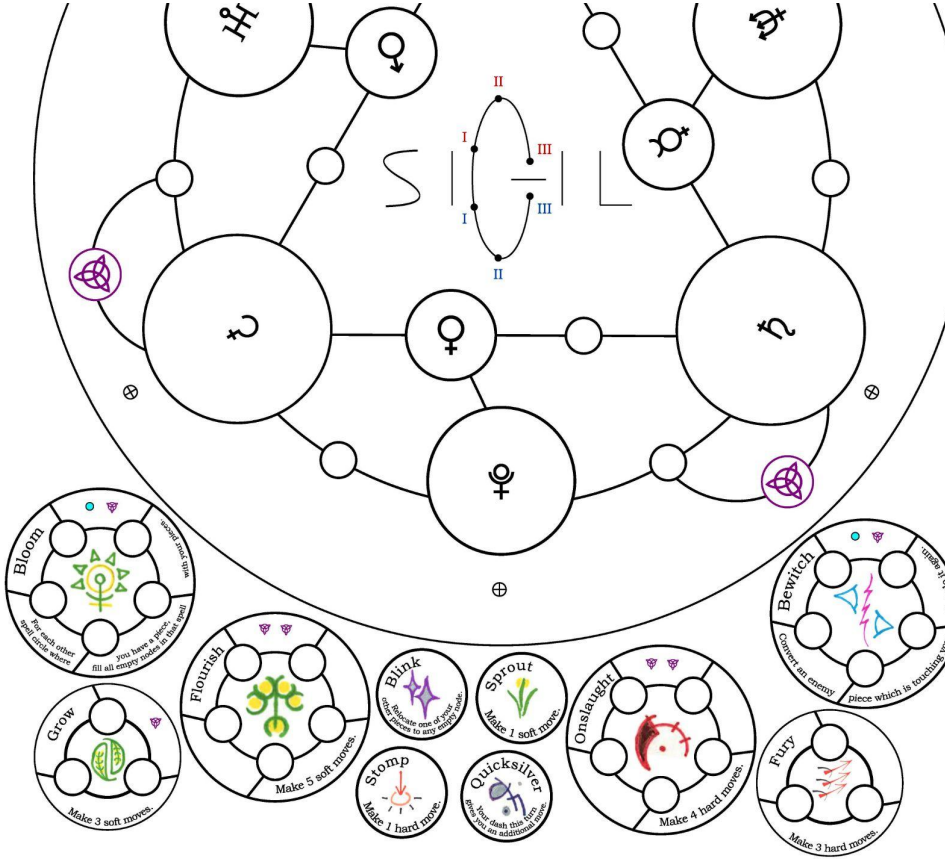
A common method of creating the sigils of certain spirits was to use *kameas*, or magic squares — the names of the spirits were converted to numbers, which were then located on the magic square. The locations were then connected by lines, forming an abstract figure.[3]

The word sigil... has a long history in Western magic. The members of the Golden Dawn were perfectly familiar with it ("combining the letters, the colours, the attributions and their Synthesis, thou mayest build up a telesmatic Image of a Force. The Sigil shall then serve thee for the tracing of a Current which shall call into action a certain Elemental Force") and it was used in the making of talismans. The sigil was like a signature or sign of an occult entity.[4]

The use of symbols for magical or cultic purposes has been widespread since at least the Neolithic era. Some examples from other cultures include the *yantra* from Hindu tantra or the use of *veves* in Voudon.

SIGIL Game Basics

- SIGIL is a 2-player, turn based, abstract strategy game where players place stones in an attempt to surround and crush opposing stones, and cast spells with a mana advantage.
- The game includes elements of random set up, deterministic play, forward planning, stone placing, point-to-point movement, and enclosure.
- A game ends when either one player ends a turn with a 3 stone advantage, or when any player casts their 6th spell.
- A winner is determined by either ending a turn with a 3 stone advantage, or by having any stone advantage when the game end triggers from spell casting.
- 33 different spells symbols
- 3 mana symbols

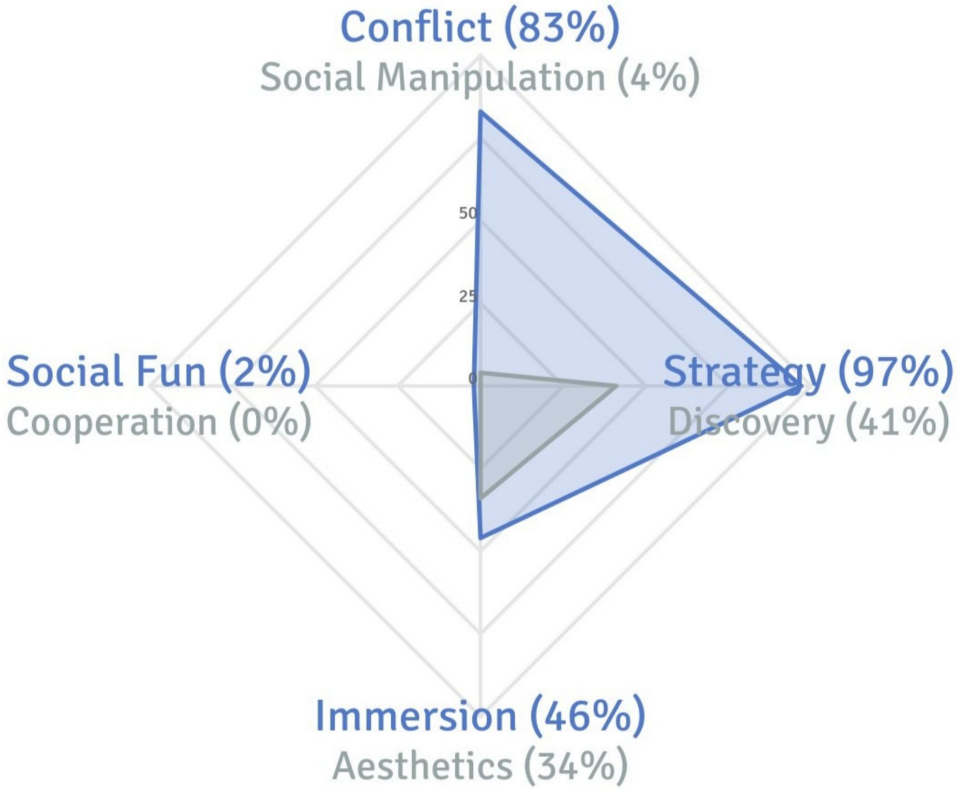


SIGIL Target Gamer

Motivations are what drive gamers to play. Their psychographic profile helps give guidance when making decisions in the development process.

Based on the target psychographic profile, we know that:

- Strategy (97%) and Conflict (83%) are the primary motivational factors in shaping design
- Immersion (46%), Discovery (41%) & Aesthetics (34%) are secondary motivational factors

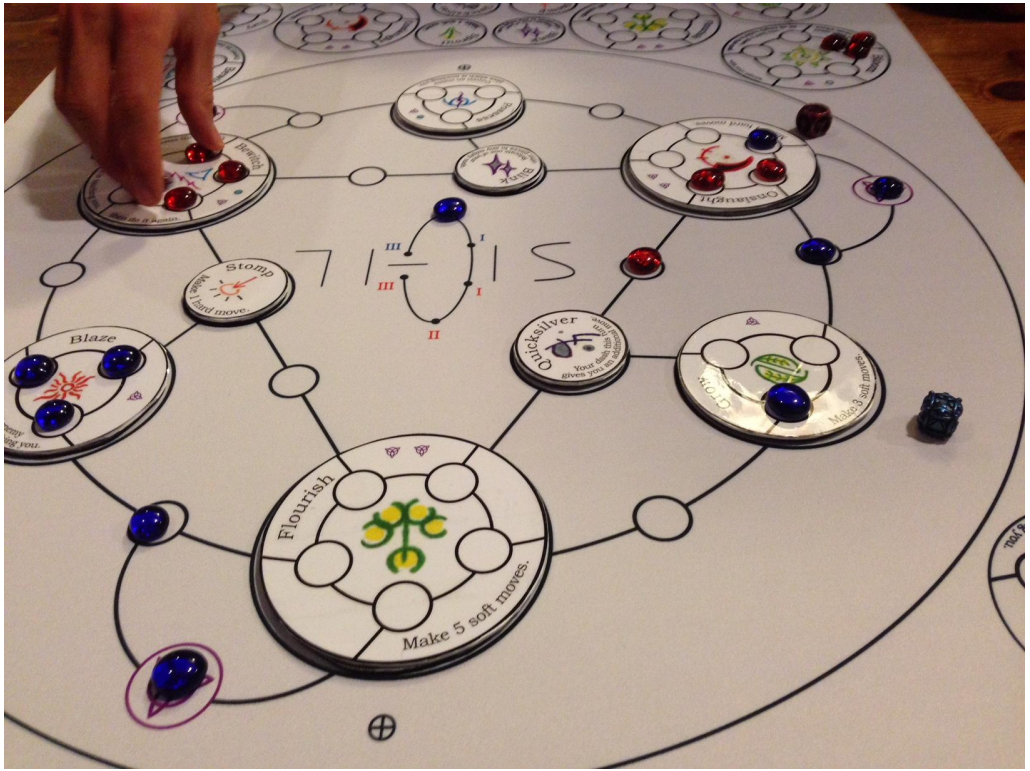


SIGIL "Target Gamer" Profile

https://www.pineislandgames.com/blog/psychographics-of-your-ideal-consumer

A Game in Progress

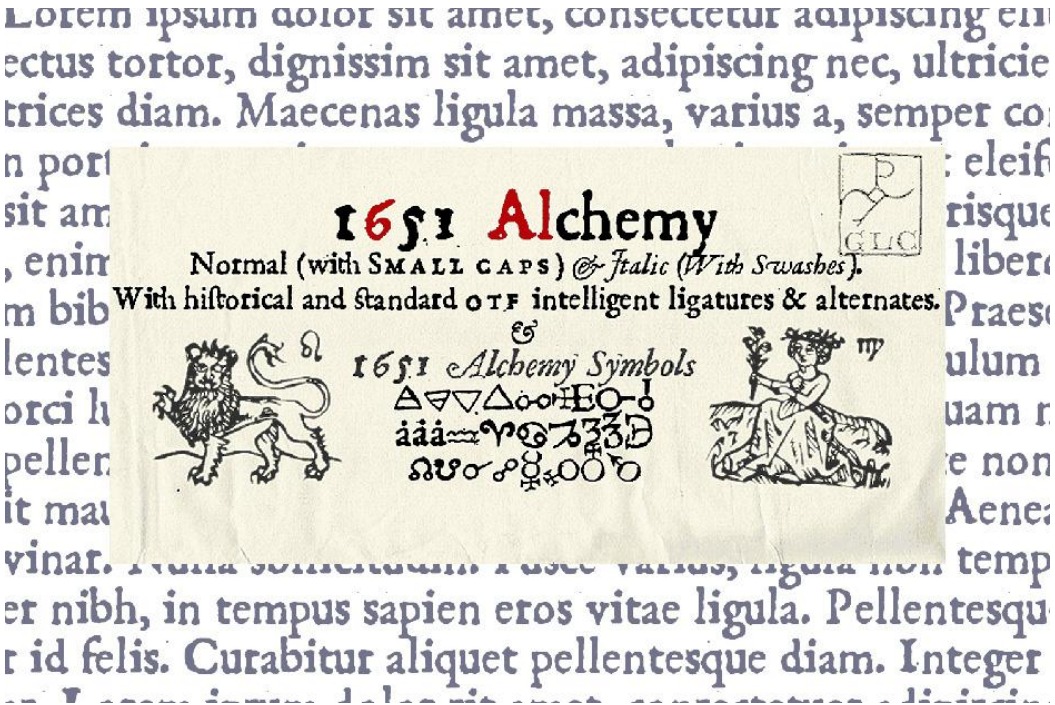
- For our existing prototypes, the base board is black-and-white. Nine unique circular spells are placed. Each spell has iconography that is reminiscent of a rune.
- For the final game, I think the base board should have a similarly minimalist color scheme (maybe black lines on white background like this, or maybe white lines on a black or grey background), and the only color will be from the spell symbols
- The players' pieces are red and blue glass beads. This could potentially be changed to black and white, or something else. It's important that they have high contrast with the board and are colorblind friendly.

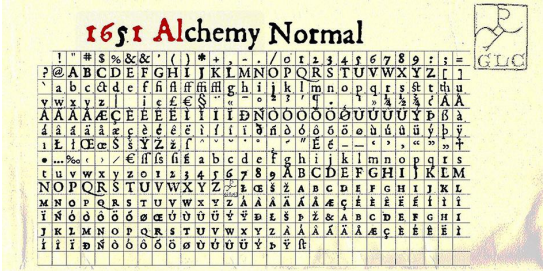


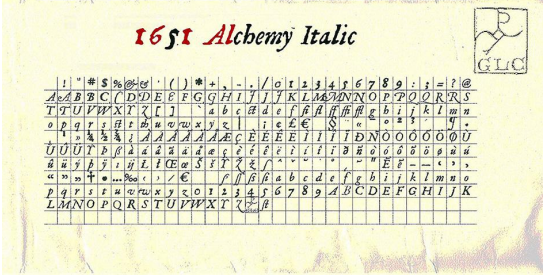
THIS Concepts

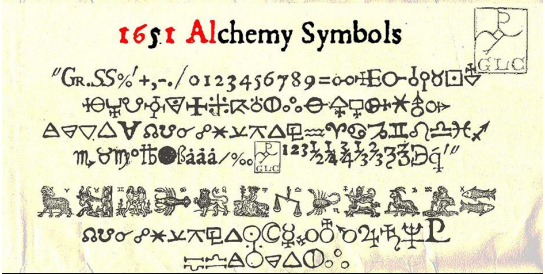
Base Font: 1651 Alchemy

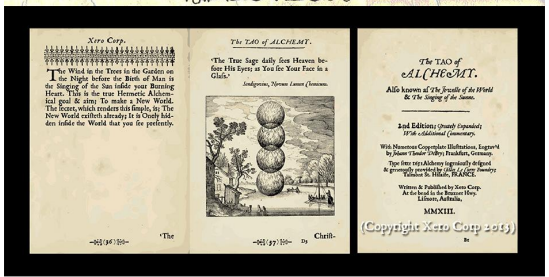
https://www.designcuts.com/product/alchemy-font-family/











Circle Spell Font: 1648 Chancellerie

https://beta.myfonts.com/collections/1648-chancellerie-font-glc

Spell Concept

SIGIL

Logo – Wordmark

Original

SIGIL

V1_a
Light Edgework

SIGIL

V1_b
Medium Edgework

SIGIL

V1_c
Extreme Edgework

SIGIL

V2_a
Light Edgework

SIGIL

V2_b
Medium Edgework

SIGIL

V2_c
Extreme Edgework

SIGIL

SIGIL

SIGIL

Logo – Icon Options

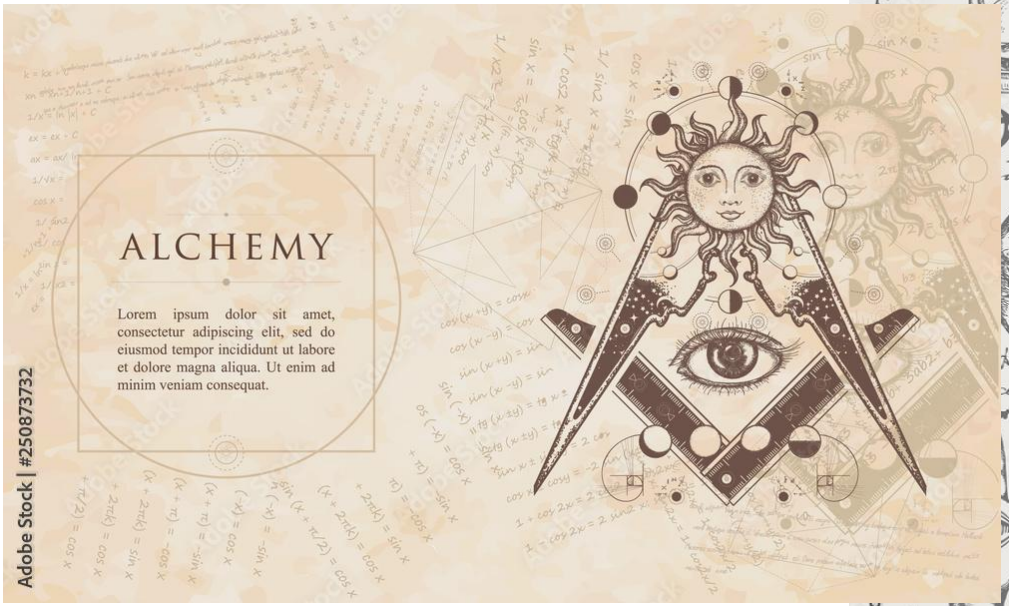
V1

V2

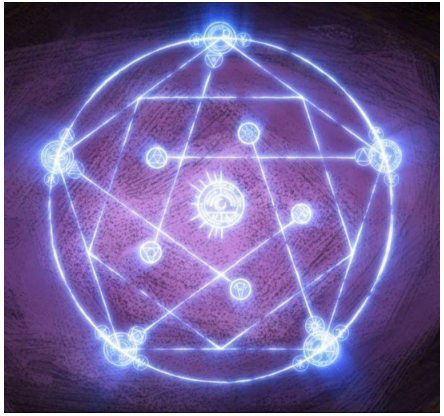
Pieces –

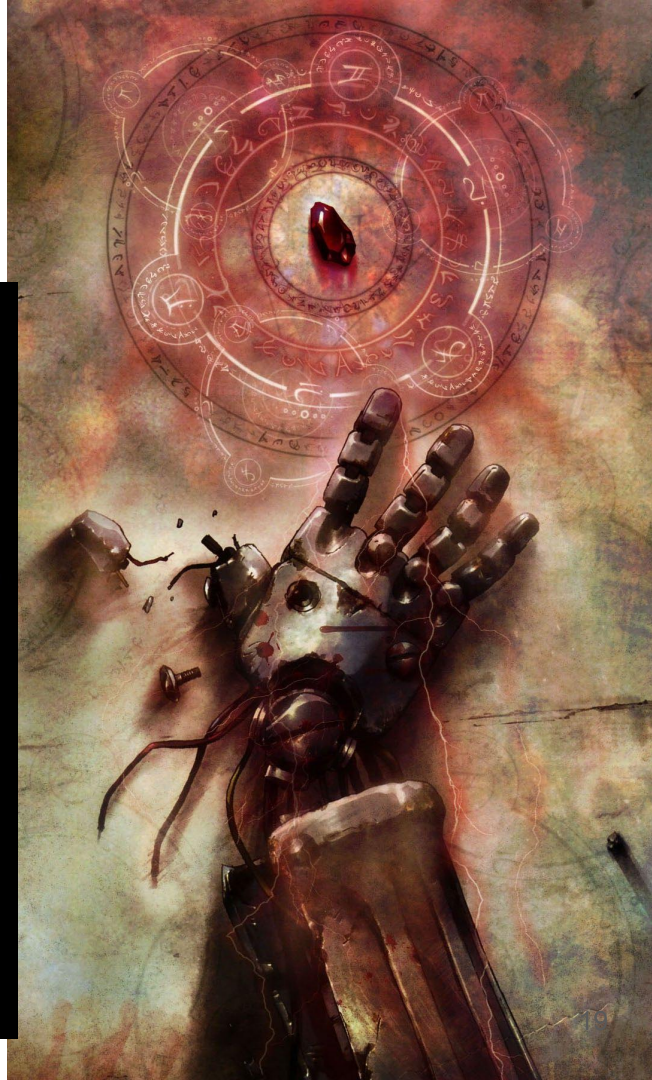
THIS Inspiration

Circle Exploratory - Alchemy



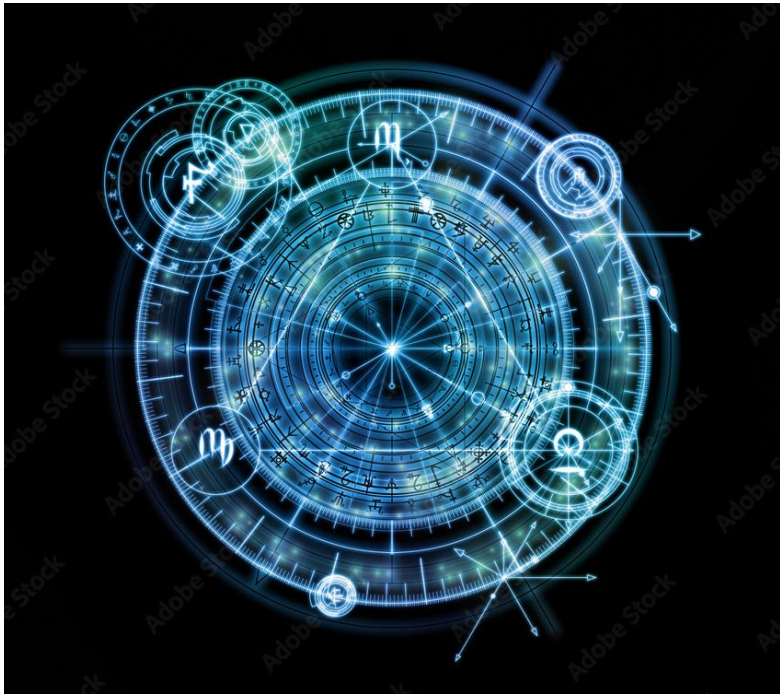
Full Metal Alchemist





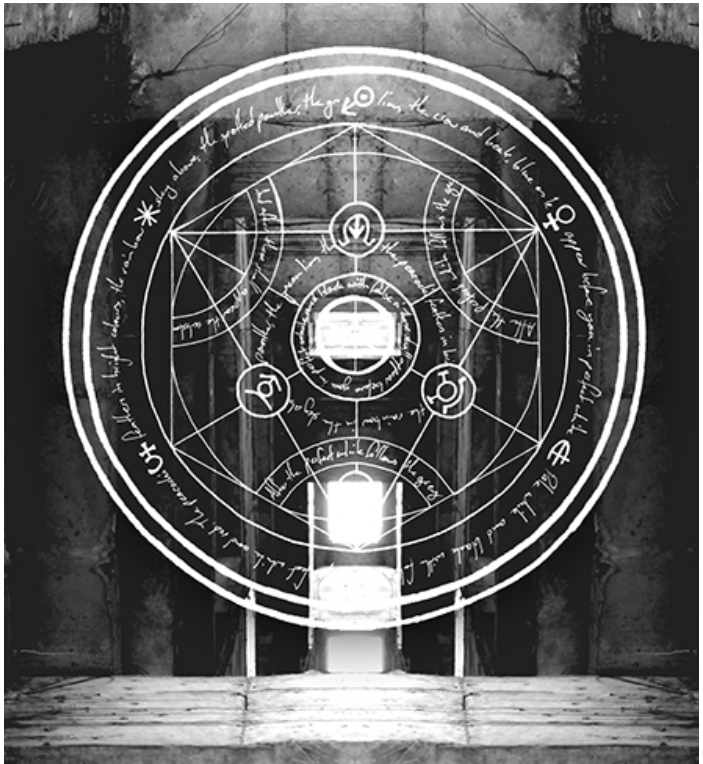
Mood Exploratory – More Looks to Shape Color/Tone

Mood Exploratory – Tones/Effects



More Cool Things

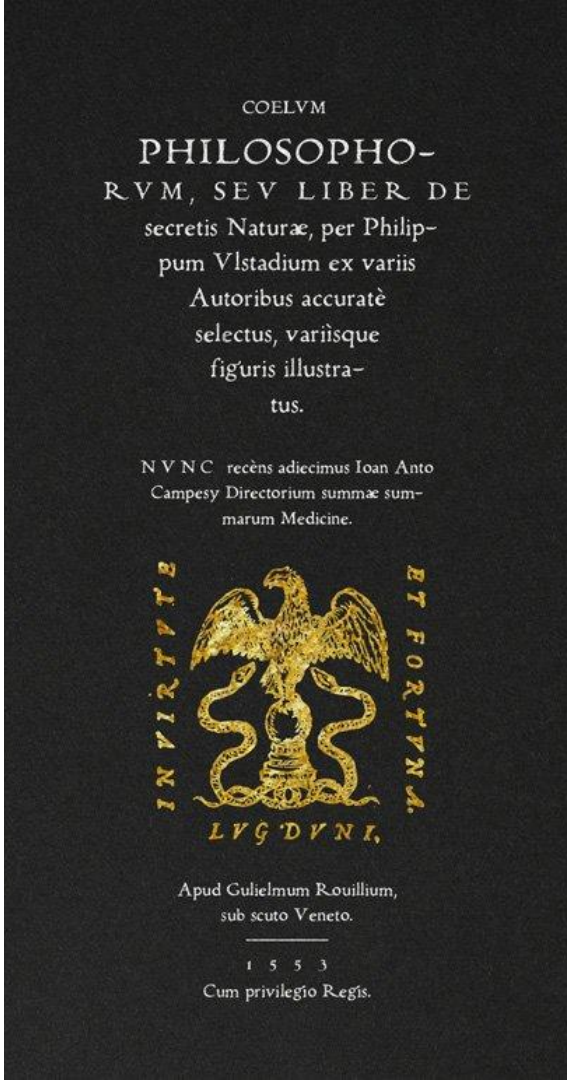
https://www.behance.net/gallery/52601227/Lost-Knowledges



Basic Cover Idea

Font Options: Alchemion

https://www.designcuts.com/product/alchemion-display-serif-font/



Client Inspiration

Similar Games

Onitama

- 2 player abstract game
- Strong thematic element of monk schools fighting
- Planning ahead and spatial reasoning
- Random setup with deterministic play
- Fast gameplay

Go

- 2-player abstract strategy game
- Stone placement
- Planning ahead and spatial reasoning
- Surround stones to destroy them
- Deterministic
- No random element

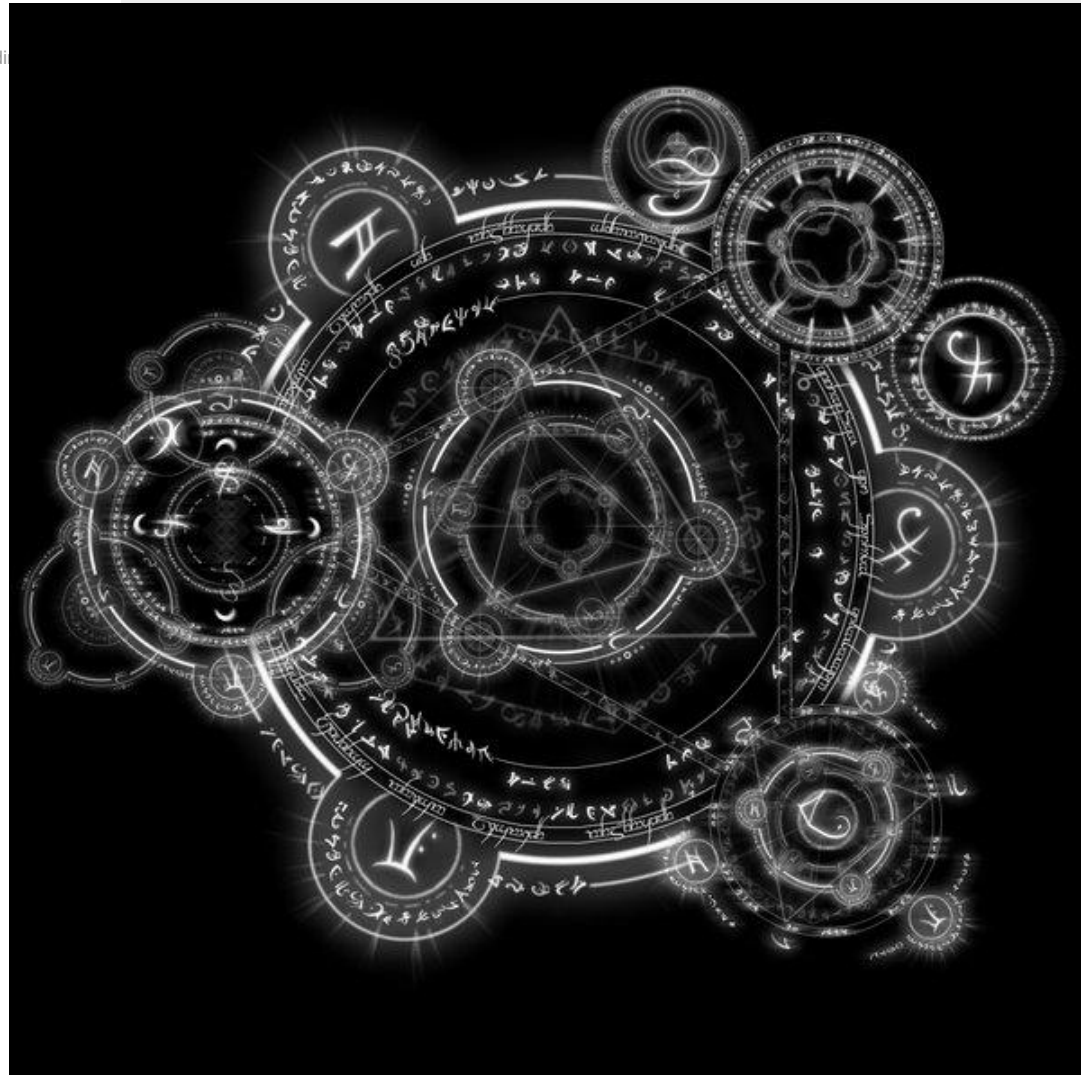
Hive (less great fit)

- 2-player abstract strategy game
- Lay hexes to capture opposing pieces
- Deterministic
- Planning ahead and spatial reasoning

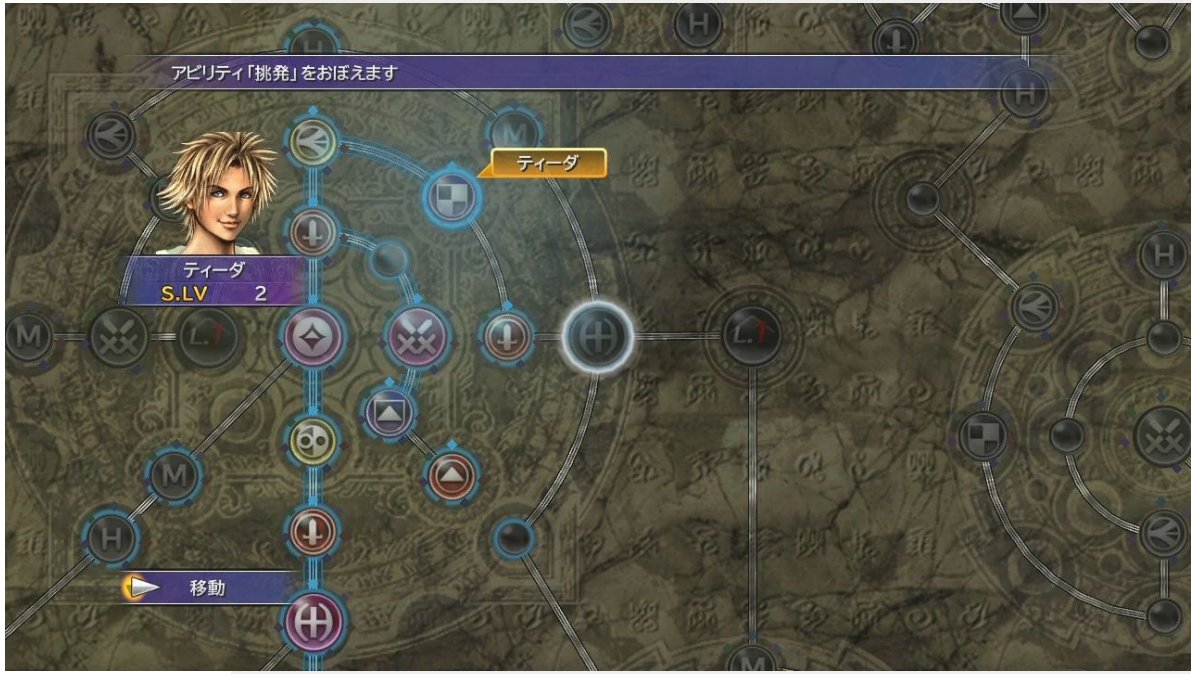
Spell Circles

- Elaborate circular drawings/engravings with magical symbols and runes inside them
- These are sometimes seen in more “real world” magical traditions like Wicca, occult, astrology.
- I’d like to avoid traditional ‘high fantasy’ tropes in Sigil branding (i.e., no elves or goblins or wizards in pointy hats)-- more of a ‘secret society for the dark arts’ vibe.
- The Sigil board should literally look something like this image to the right. No **pictures** of people in robes or holding sacrificial daggers– the game board should look like it could be a **prop** in a movie about dark magic cults.

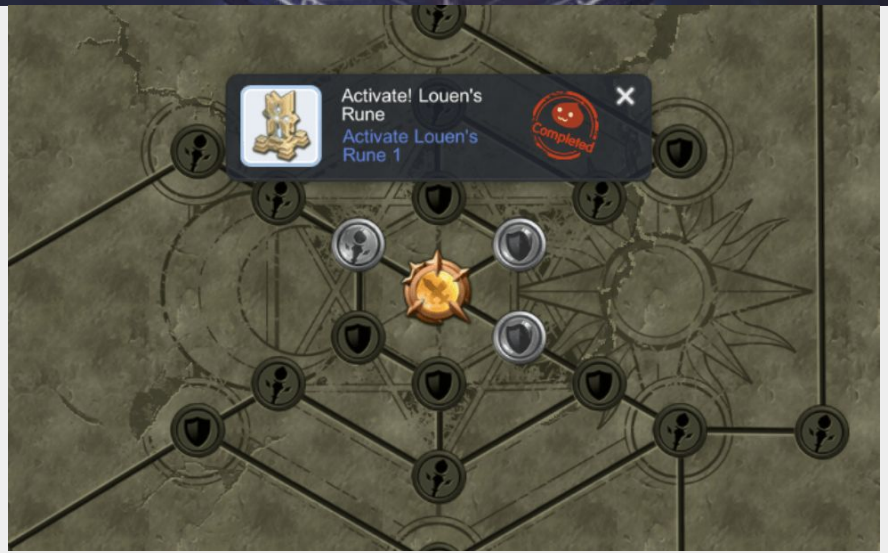
- I really love the intricate complexity in this particular image. I want the Sigil board to be **mesmerizing** just to look at, even if you're not playing a game.
- The circles-within-circles and rings of cryptic letters make it something you could just stare at and aesthetically appreciate, even without knowing how to play the game
- The varying degrees of faintness on some of the circles/letters is cool too. Maybe we can use more sharply visible lines for the features of the board that are relevant for the game rules, and fainter lines for cool-looking-but-irrelevant extra details
- Honestly, I'd be super happy if the base Sigil board came out looking almost exactly like this picture



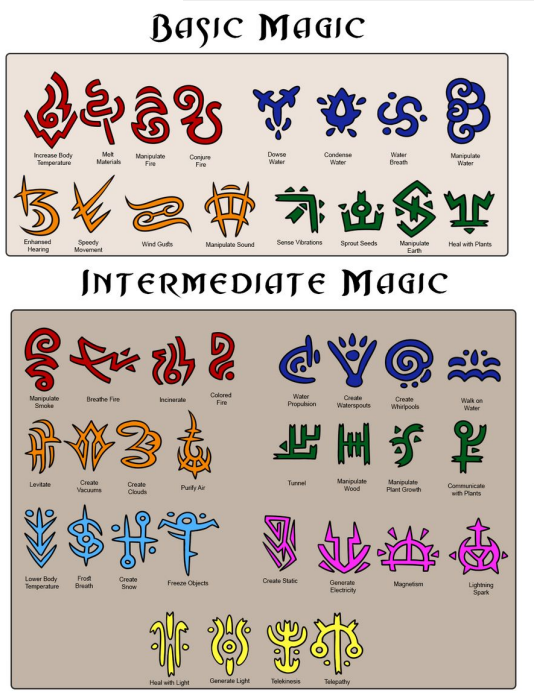
- Some video games have spell circles with nodes that you place stones inside
- This is usually used to track your character's progression (i.e., what skills they gain as they level up)
- Final Fantasy X (left) was the original aesthetic inspiration for Sigil
- In this image, I like the paths connecting the small circular nodes together
- I don't like the "stained parchment" background though



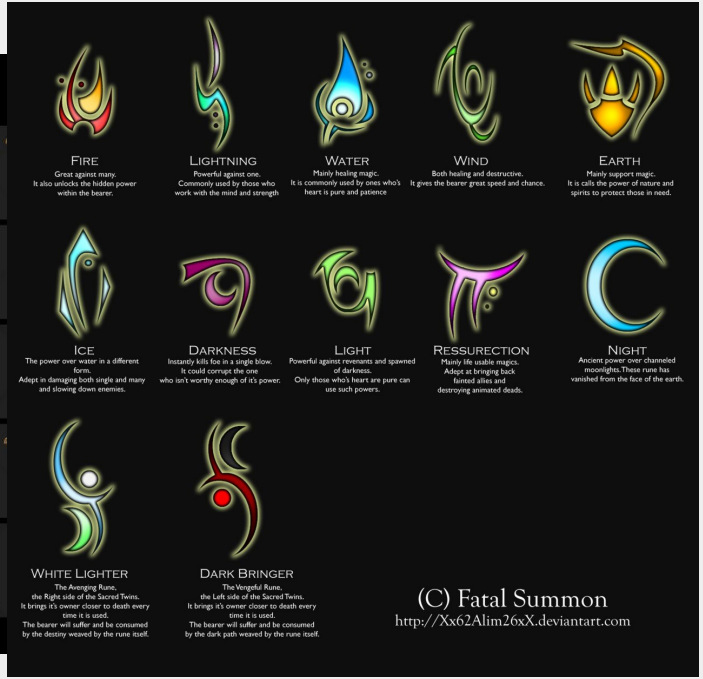
- Another video game with a similar vibe: “Ragnarok Mobile”
- I like the contrast between the rather plain/muted color scheme of the backgrounds and the simple, clean, bright colors of the nodes when they get filled
- On the lower image especially– doesn’t it look **satisfying** to fill in more of those nodes with your bright silver and gold pieces? I want Sigil to have a similarly satisfying feel when you put one of your stones into an empty node.



- One challenging aspect of the design is going to be the look and feel of the spells themselves. They should have distinctive icons that are reminiscent of runes, and should be colorful enough for easy identification. But if they're **too** bright and colorful it will mess up the overall aesthetic.
- The image on the left is too minimalist. The one on the right is not minimalist enough.

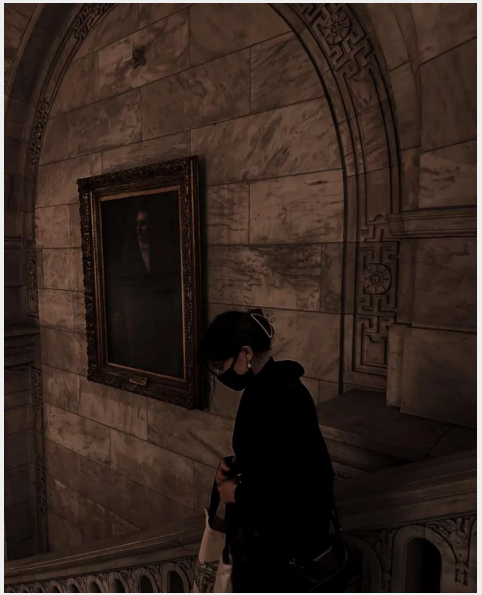


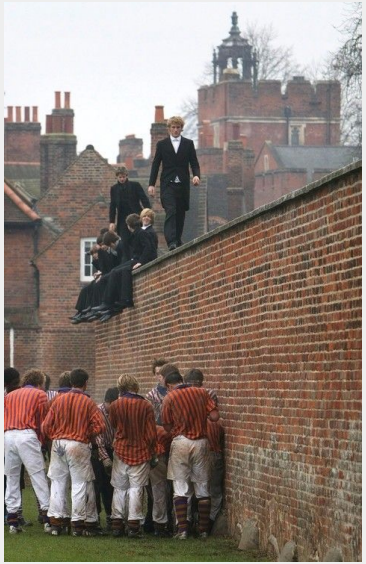
- Most of the spells represent some kind of elemental power (fire, ice, lightning, etc)
- I'm conflicted about whether the spell icons should be simple graphic representations of these elements, or if they should be more abstract runes, like letters in a mysterious foreign alphabet
- Maybe some of the spell icons can be more graphic representations, while others will be more like abstract runes?
- These images are at roughly the level of detail/complexity that I'm imagining for the spell icons



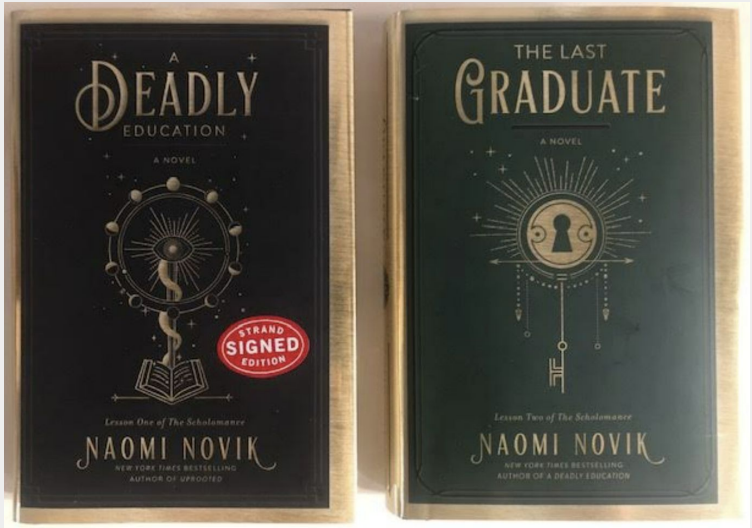
Dark Academia

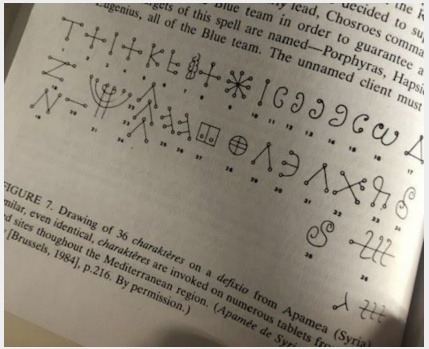
Dark collegiate vibe, with a hint of mystery and quiet pomp





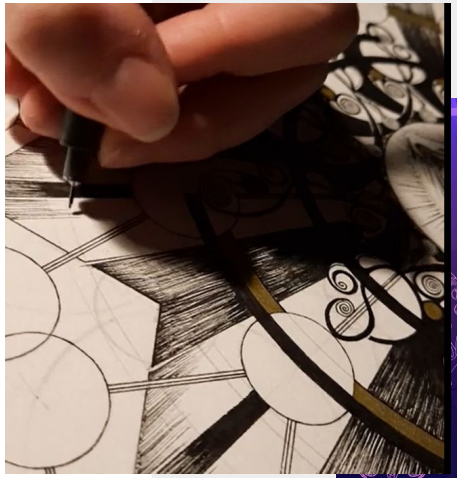
Astrology & Magic





Astrology & Magic Cont’d

Tarot deck inspiration



Secret Society

Shhh…